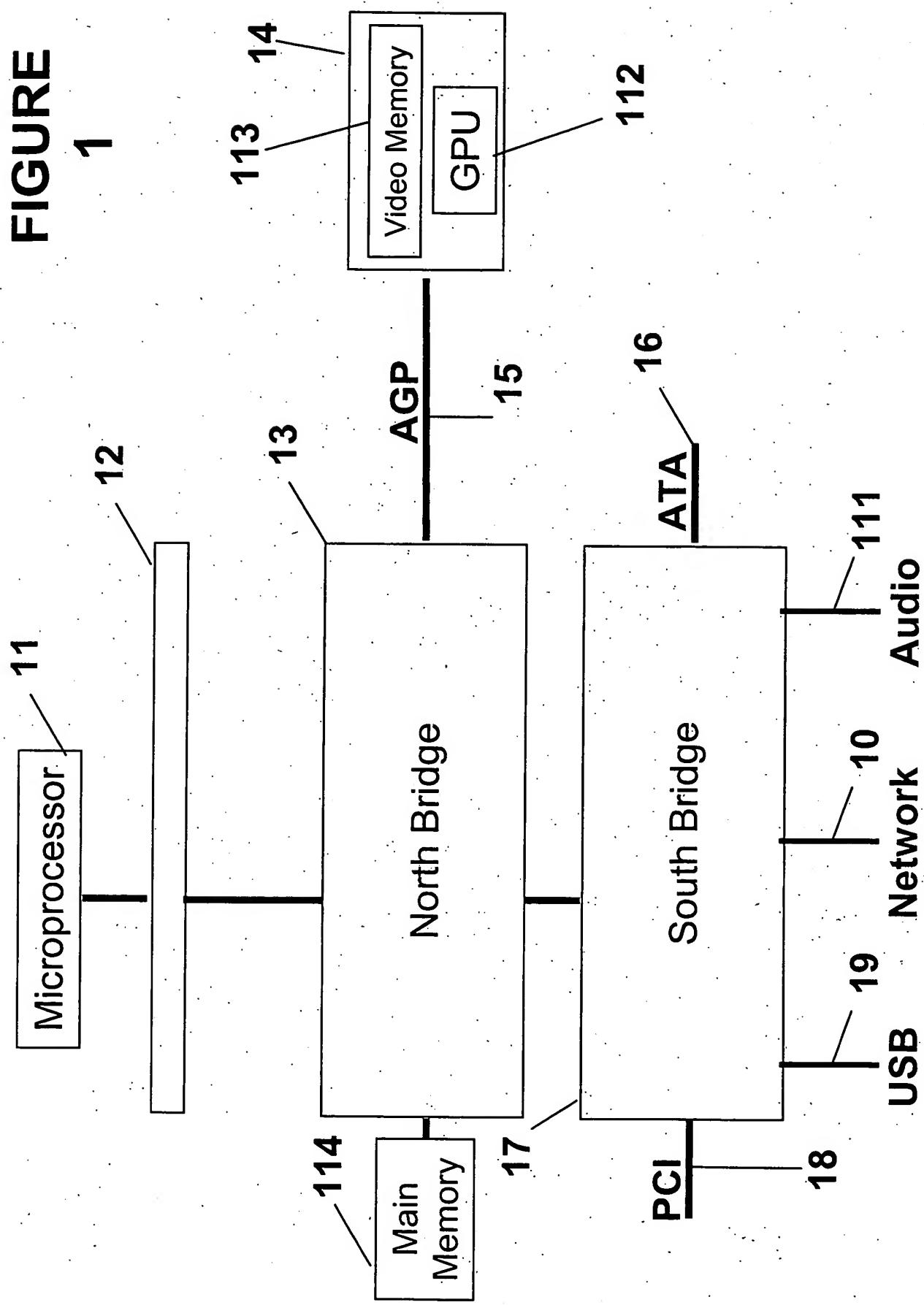


**FIGURE
1**



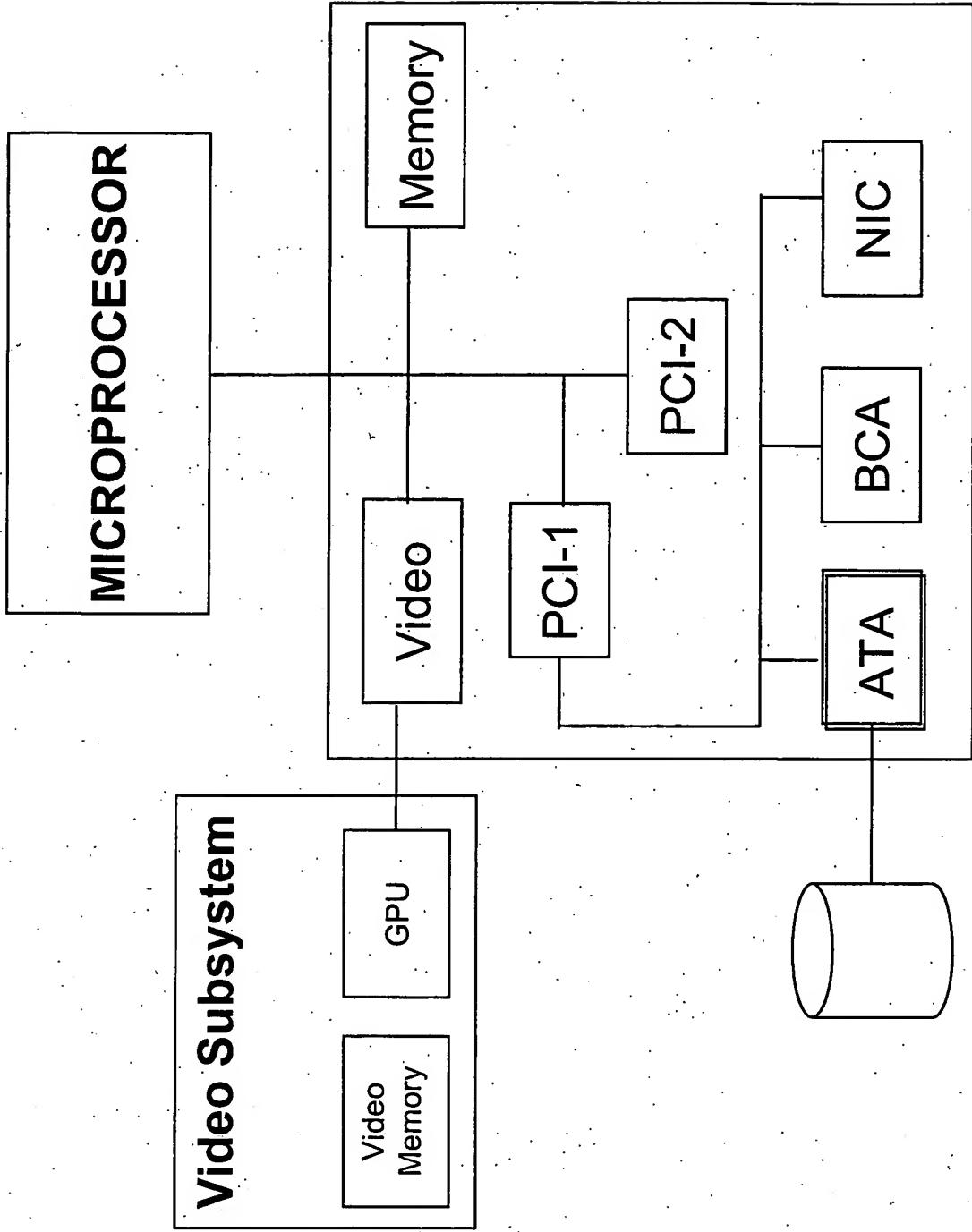
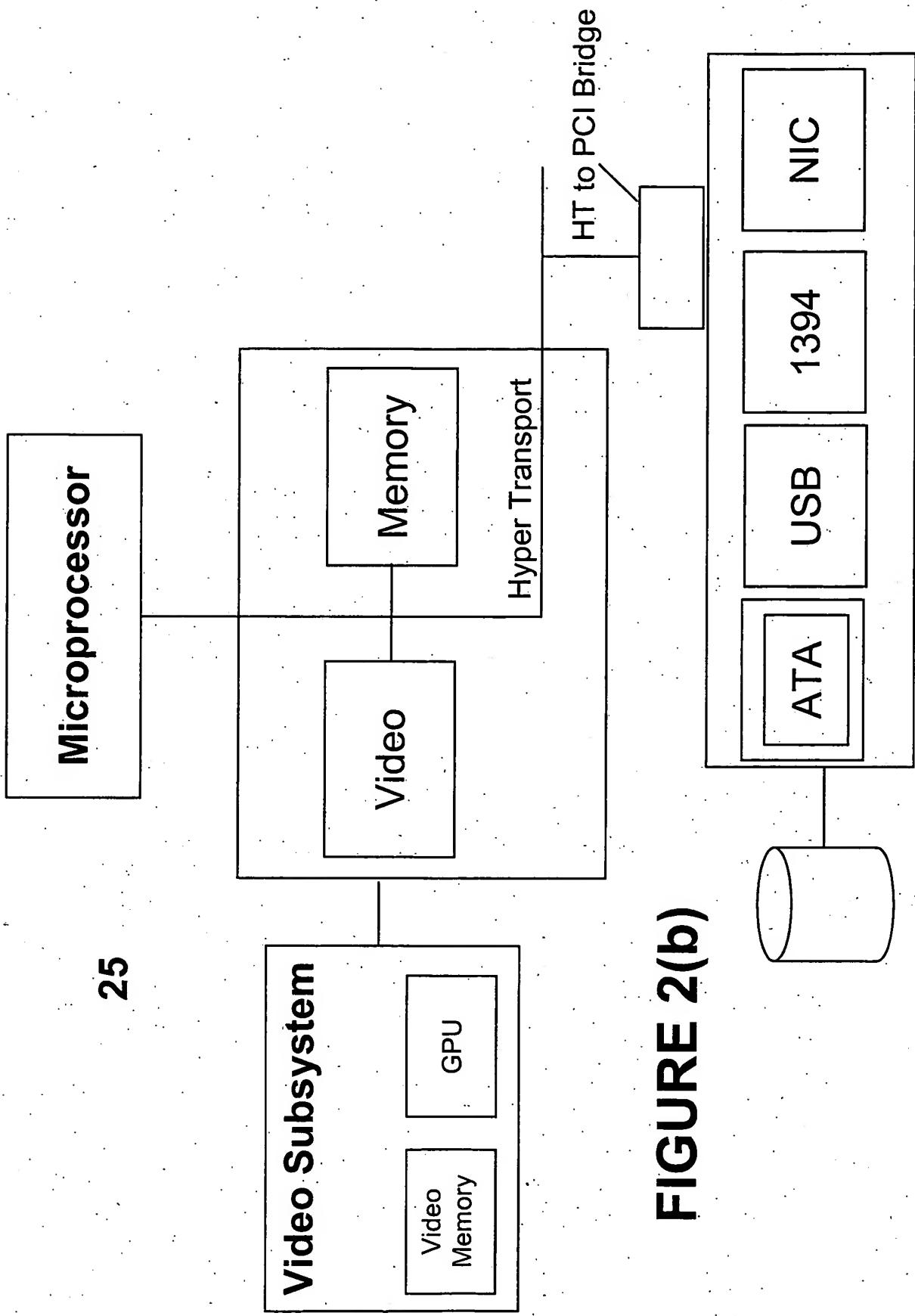


FIGURE 2(a)

25



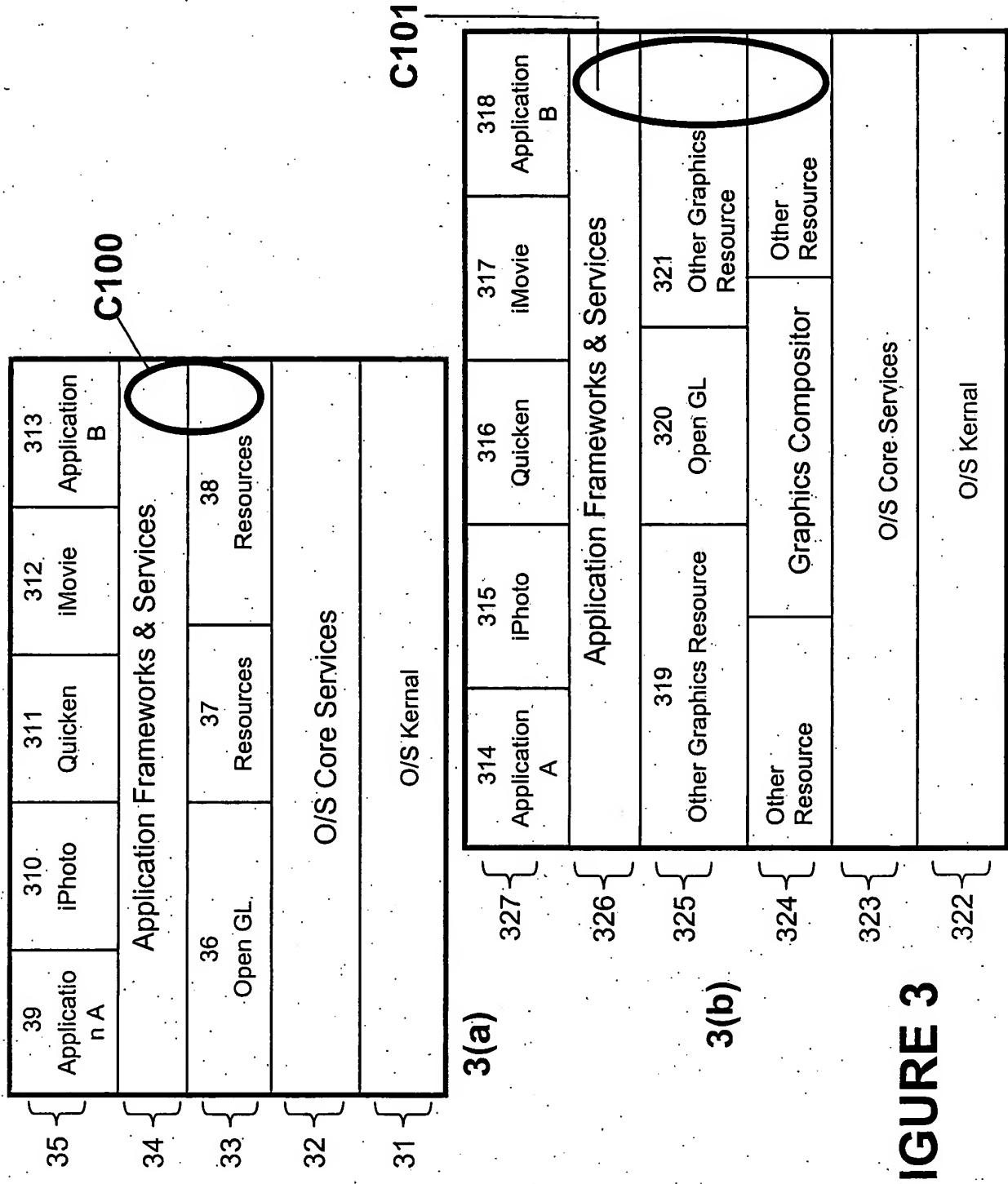
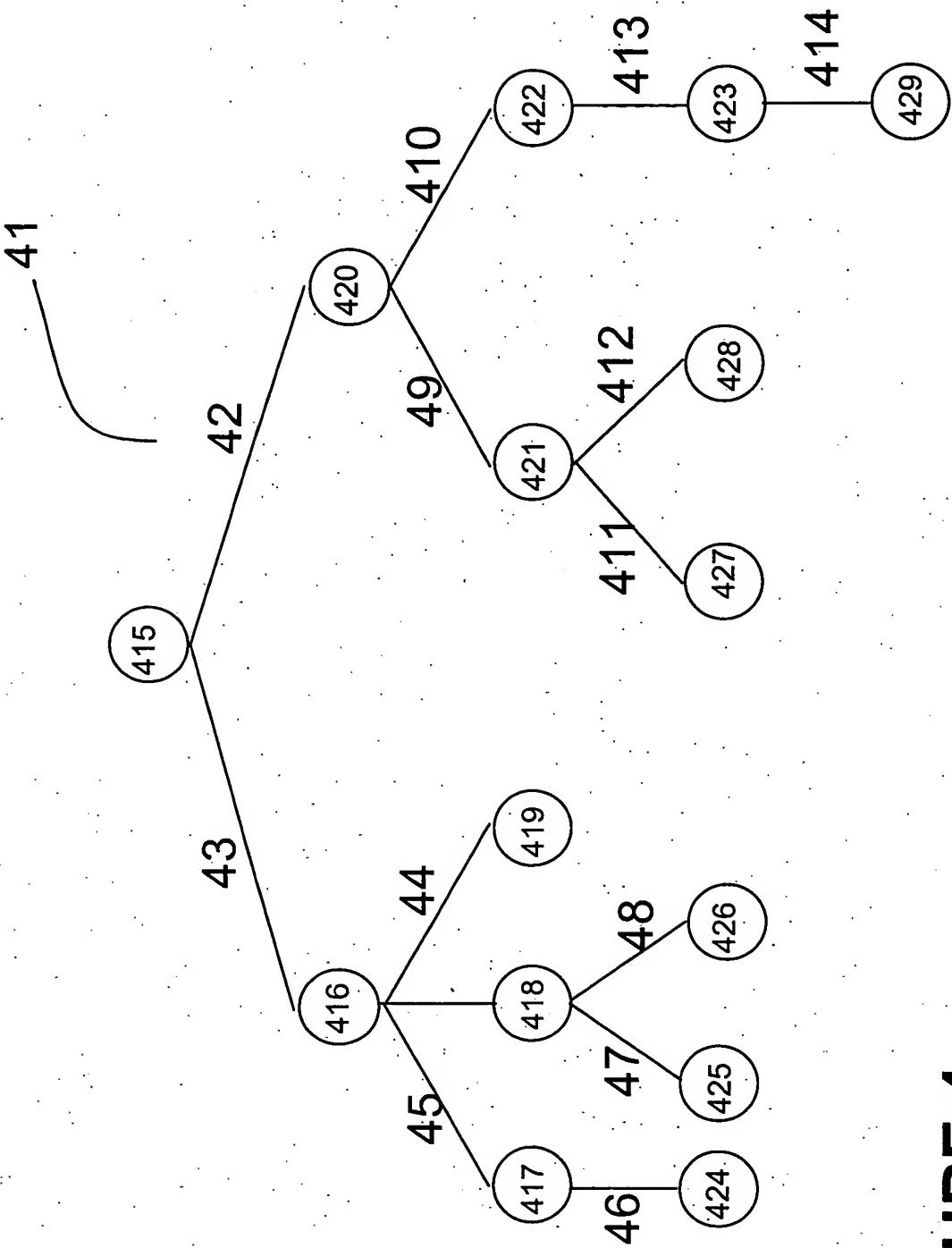
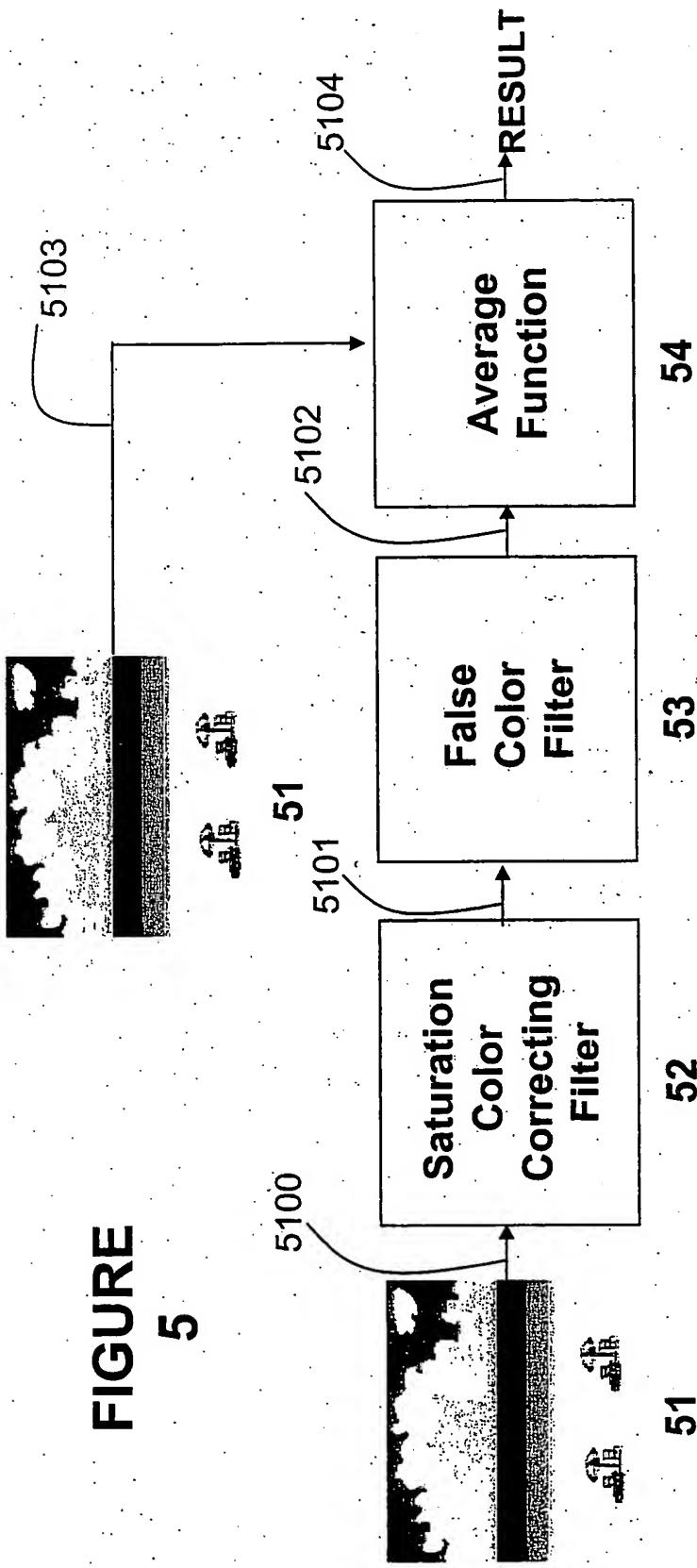


FIGURE 3

FIGURE 4



**FIGURE
5**



High-level Code Examples:

1. Allocate 51
2. Apply 52 to 51, parameters = (X, Y, Z, W) , input = 51 (Sea Shore image), output = [place holder] CC sea shore
3. Apply 53, parameters (X, Y, Z, W) , input = cc sea shore, output = [place holder]
FC CC sea shore
4. Apply 54, parameters (X, Y, Z, W) , input buffer 53, input Sea Shore image, output = [place holder] sea shore result

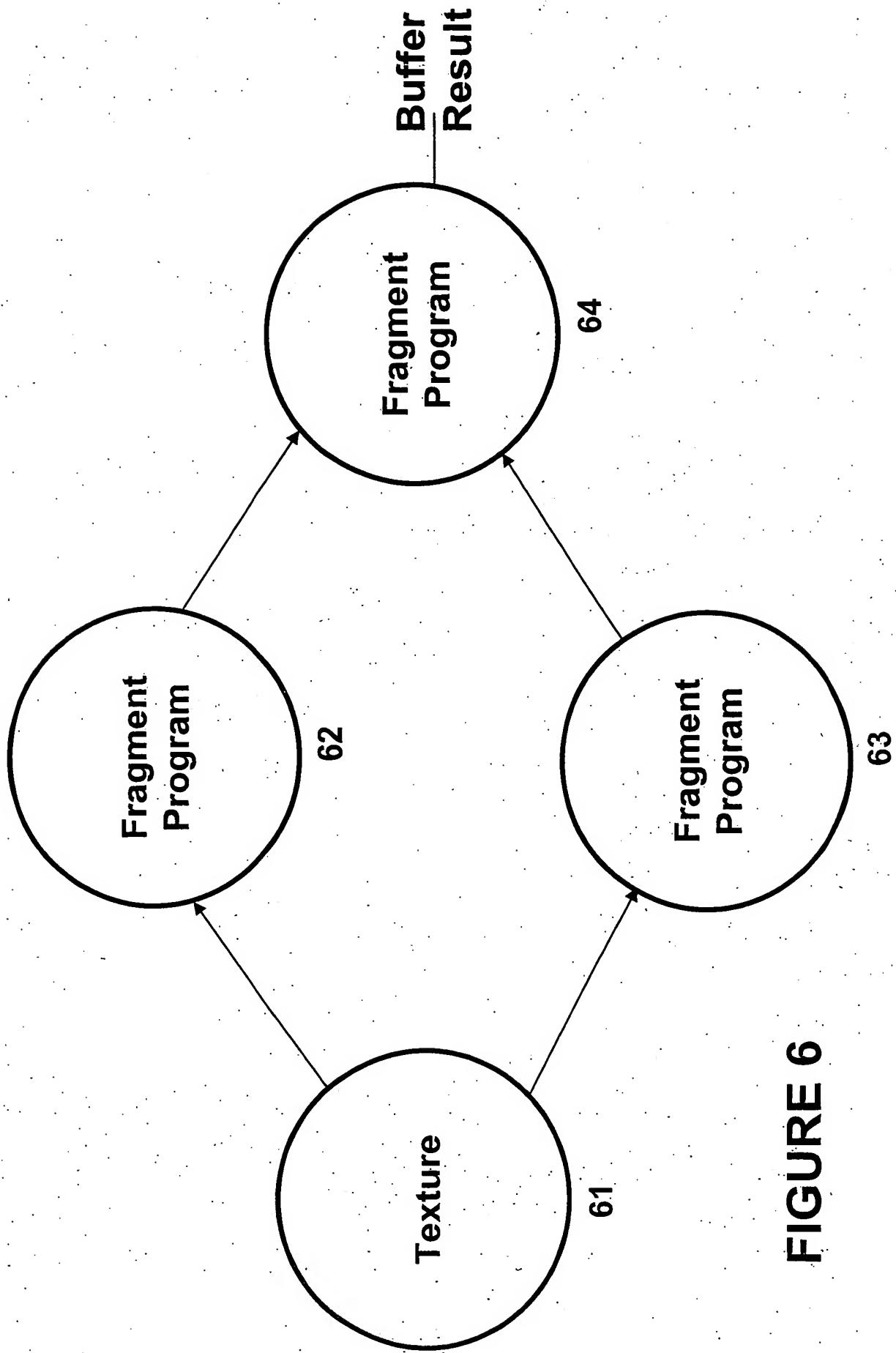


FIGURE 6

FIGURE 7

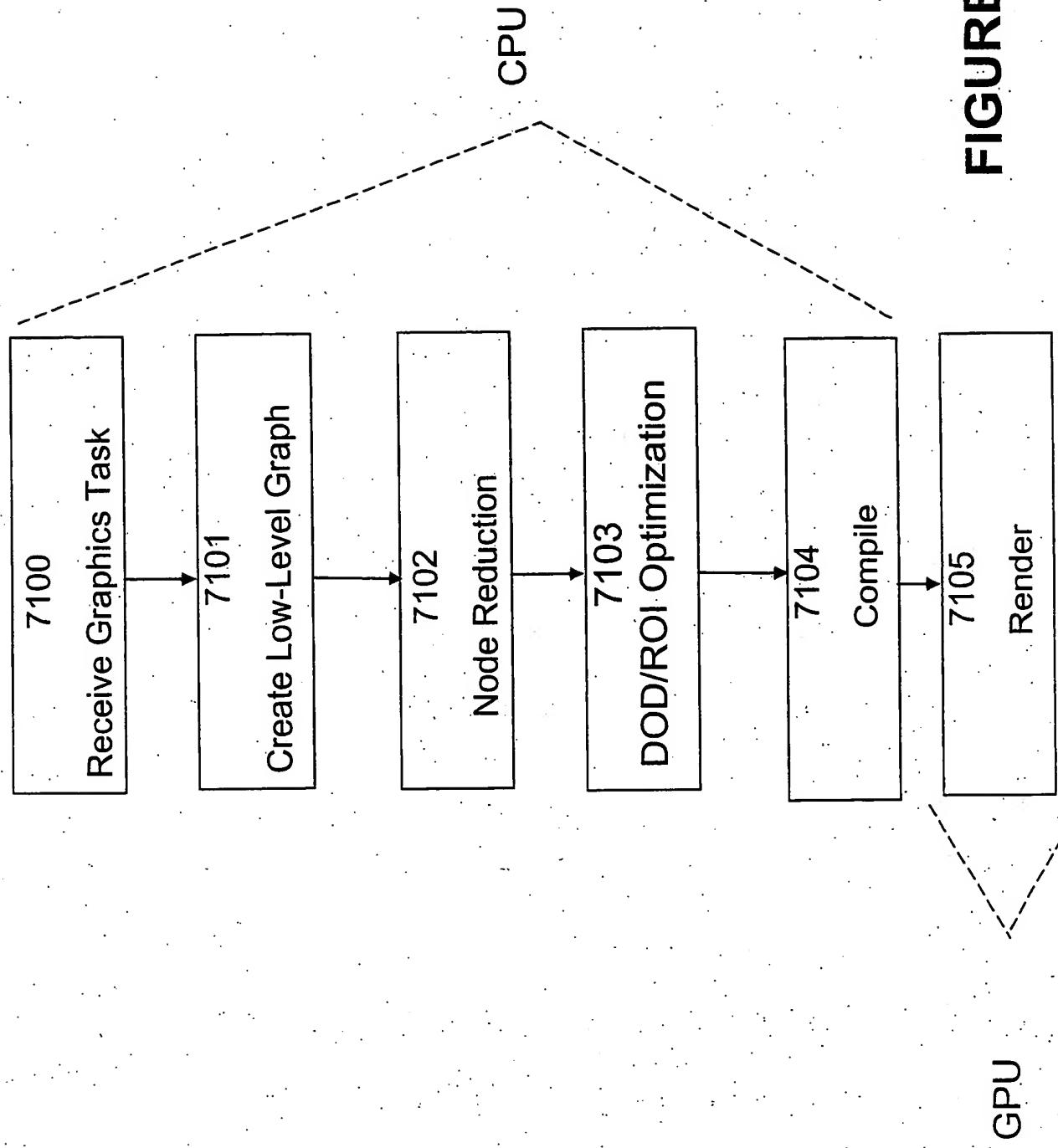


FIGURE 8

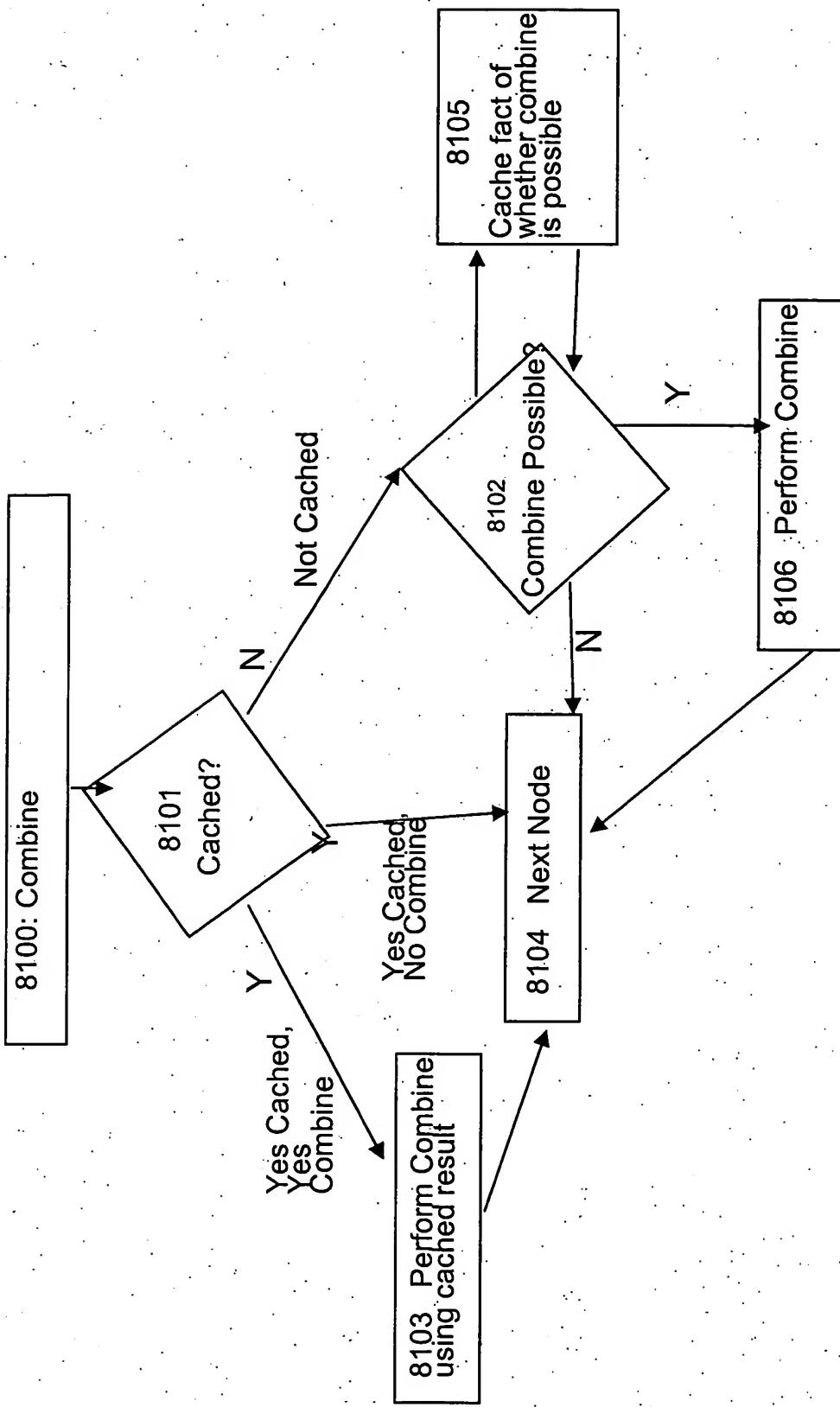


FIGURE 9

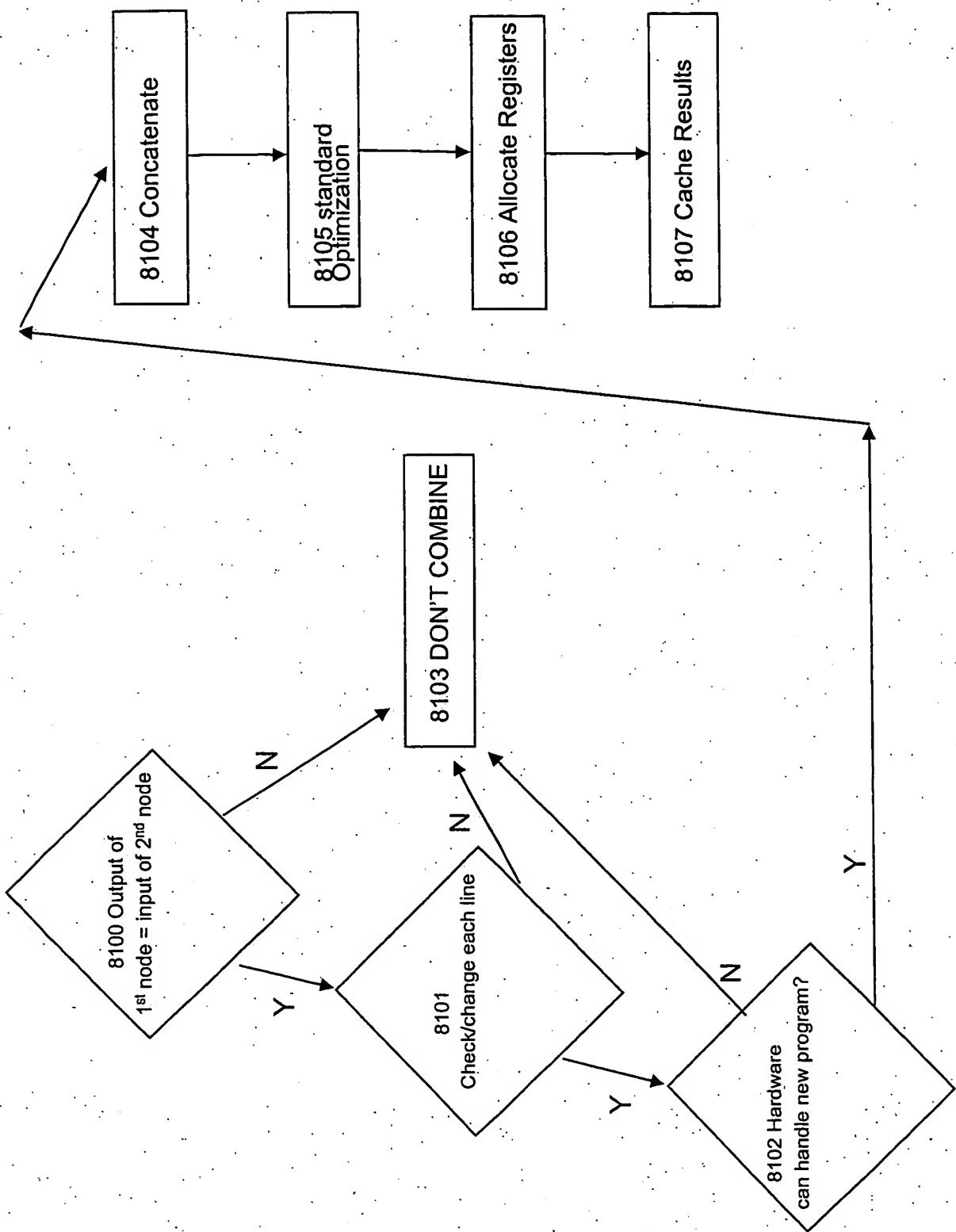
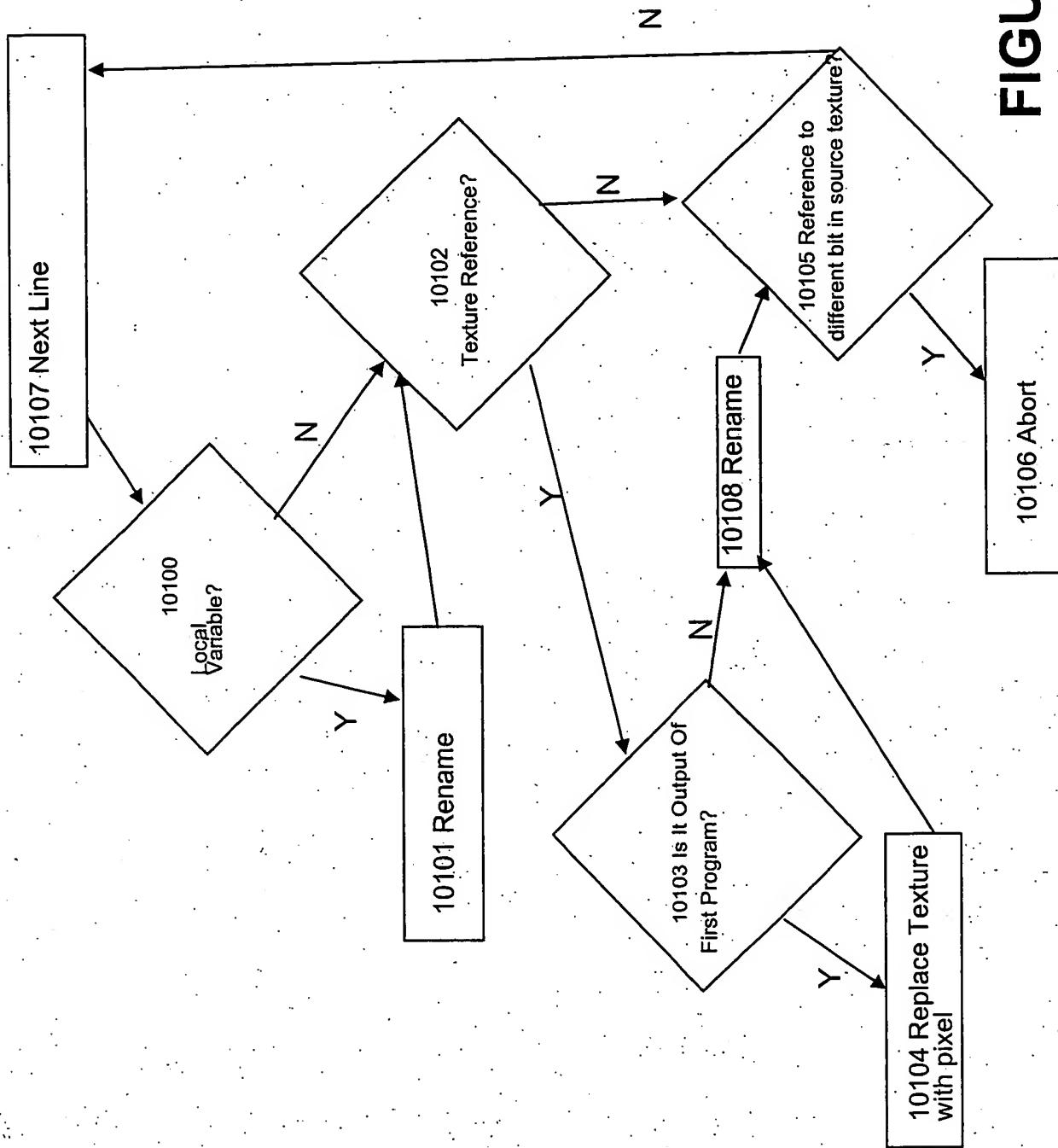


FIGURE 10



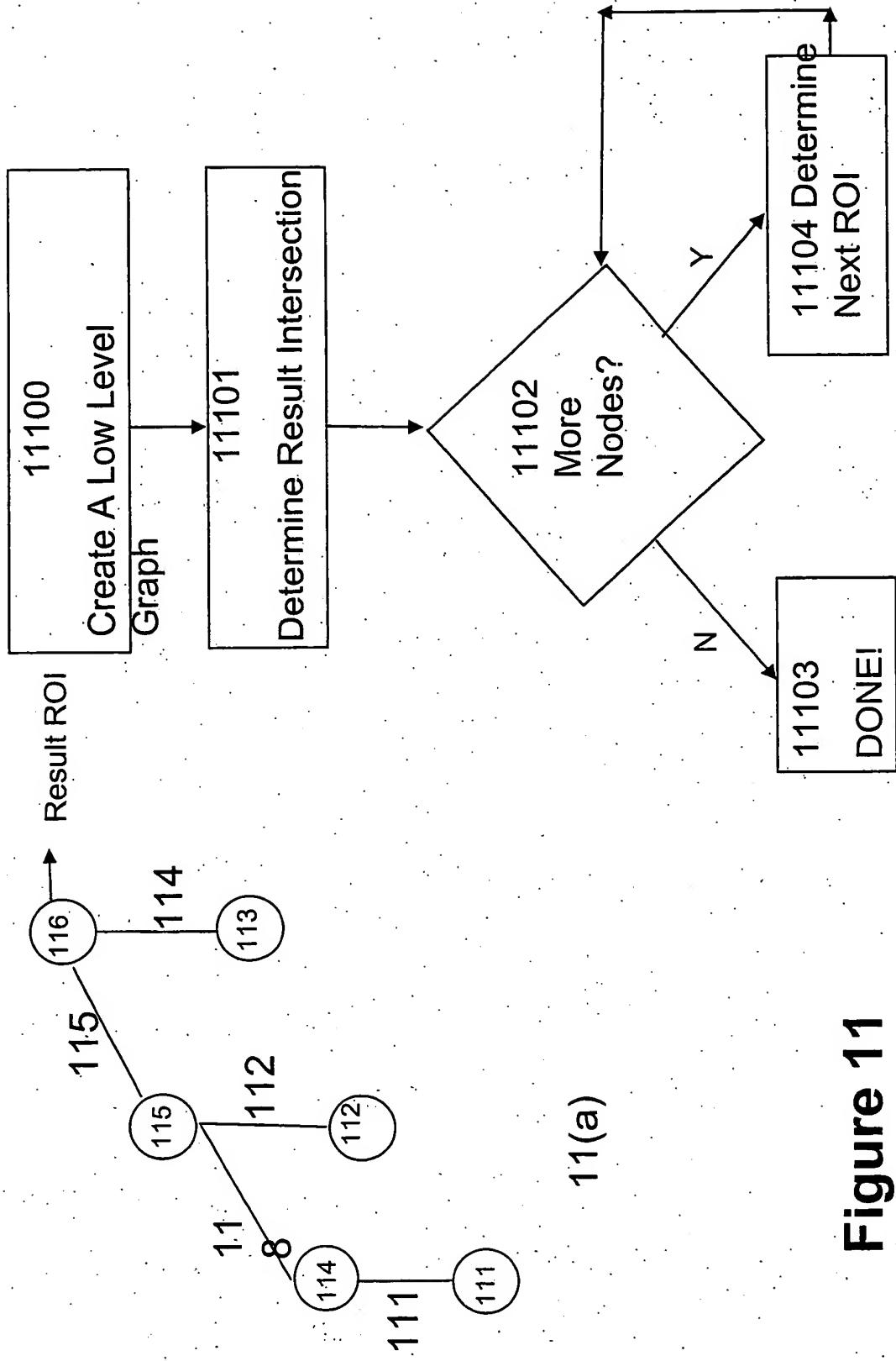
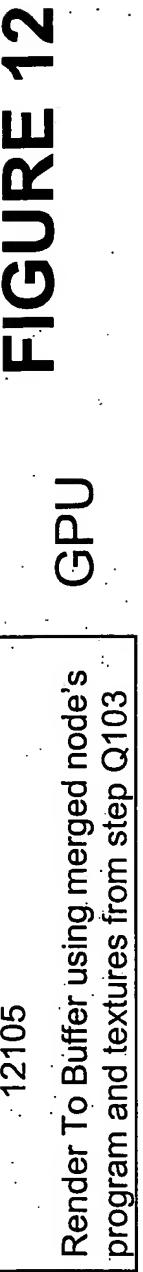


Figure 11

11(b)



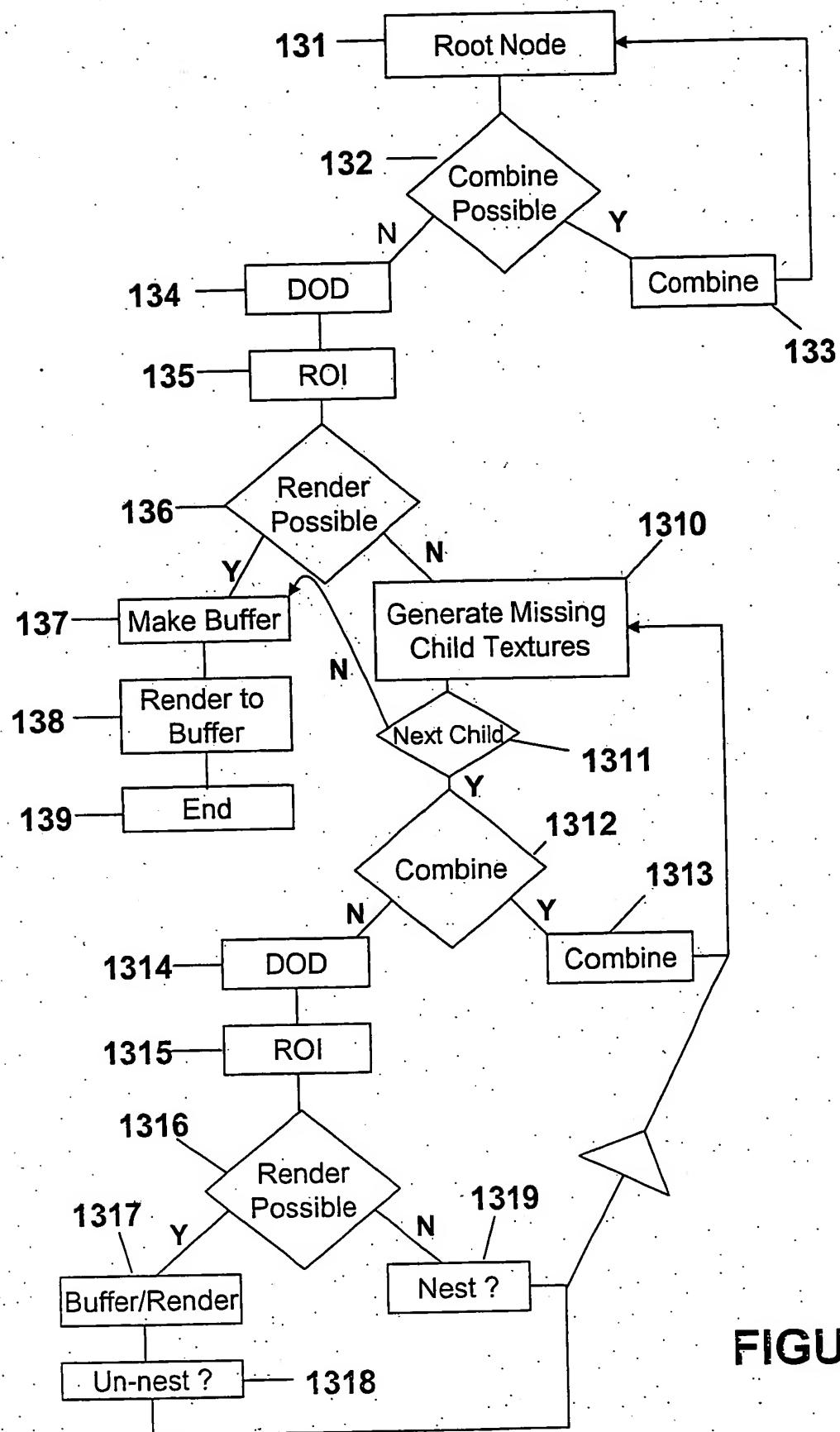
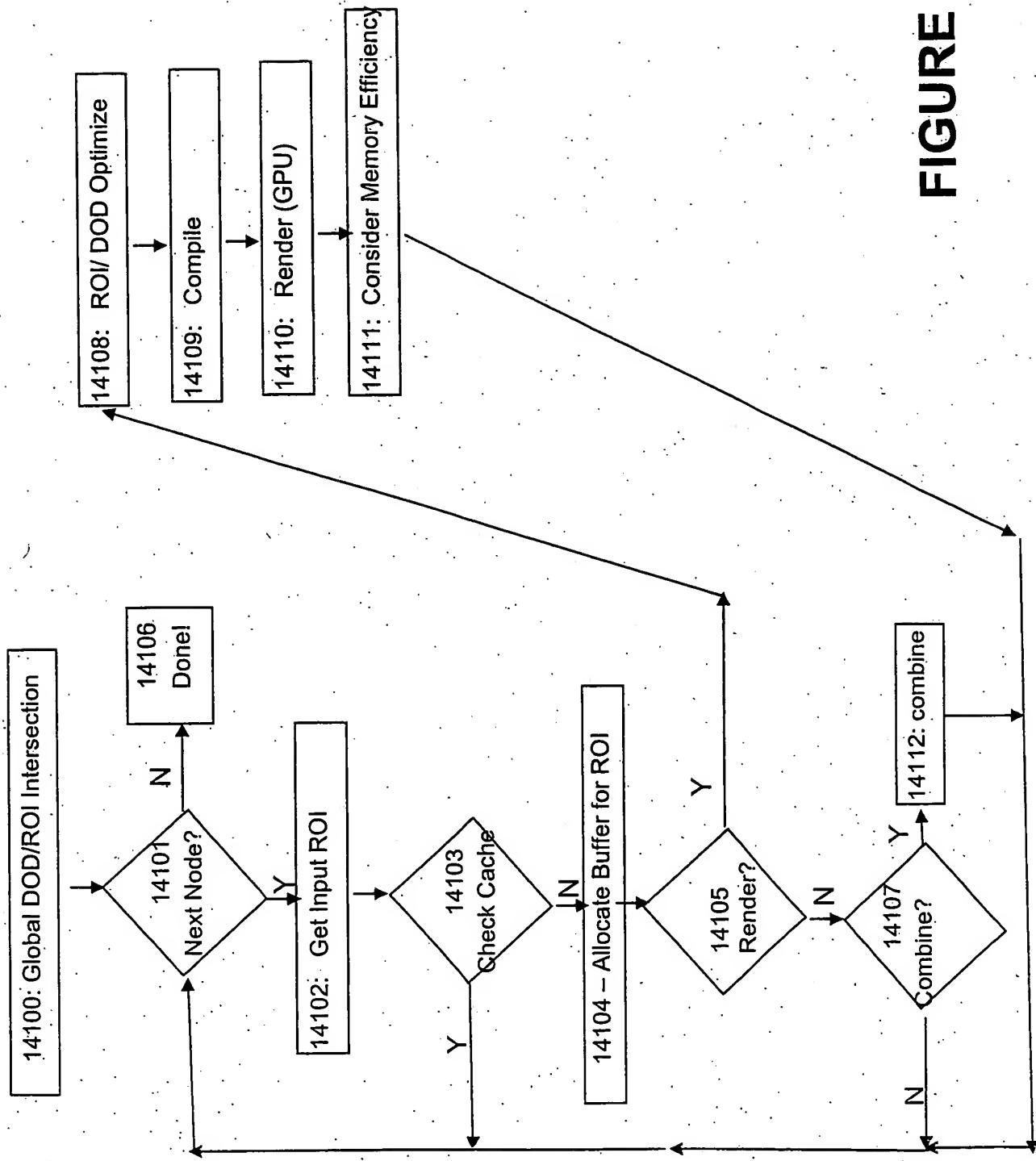


FIGURE 13

FIGURE 14



	CPU	GPU
Time 1	Frame 1	Prior Task
Time 2	Frame 2	Frame 1
Time 3	Frame 3	Frame 2
Time 4	Frame 4	Frame 3
Time 5	Frame 5	Frame 4
Time 6	Frame 6	Frame 5
Time 7	Frame 7	Frame 6

15(a)

	P1	P2	P3	P4
Time 1	Frame 1			
Time 2	Frame 2	Frame 1		
Time 3	Frame 3	Frame 2	Frame 1	
Time 4	Frame 4	Frame 3	Frame 2	Frame 1
Time 5	Frame 5	Frame 4	Frame 3	Frame 2
Time 6	Frame 6	Frame 5	Frame 4	Frame 3
Time 7	Frame 7	Frame 6	Frame 5	Frame 4

15(b)

FIGURE 15(a) & 15(b)

FIGURE 15(c)

	CPU	GPU
Time 1	Frame 1, effect 1	
Time 2	Frame 2, effect 1	Frame 1, effect 2
Time 3	Frame 1, effect 3	Frame 2, effect 2
Time 4	Frame 2, effect 3	Frame 1, effect 4
Time 5	Frame 3, effect 1	Frame 2, effect 4
Time 6	Frame 4, effect 1	Frame 3, effect 2
Time 7	Frame 3, effect 3	Frame 4, effect 2
Time 8	Frame 4, effect 3	Frame 3, effect 4
		Frame 4, effect 4

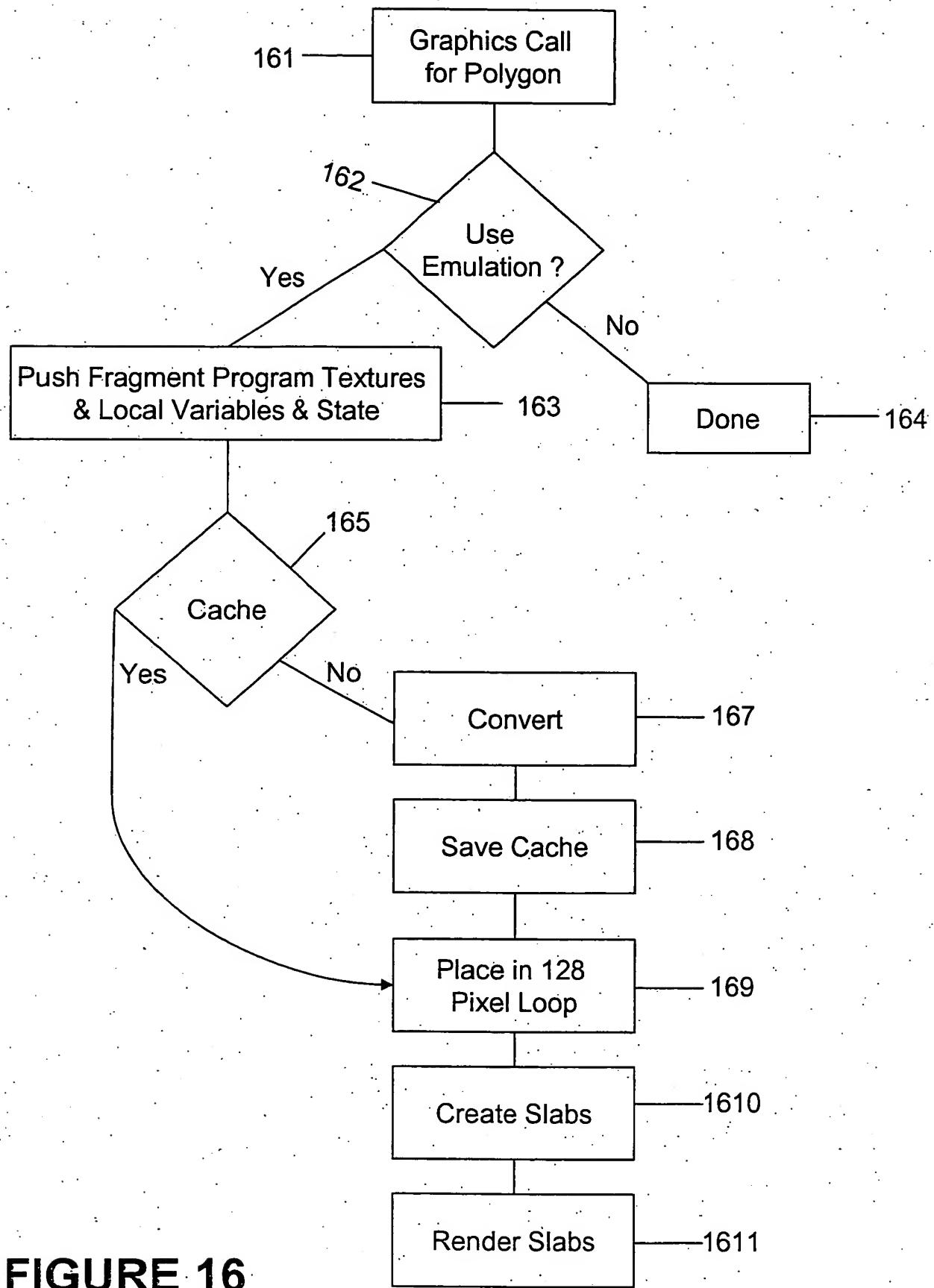


FIGURE 16

Figures 17(a) & 17(b)

